

FIG. 1

PLAYER

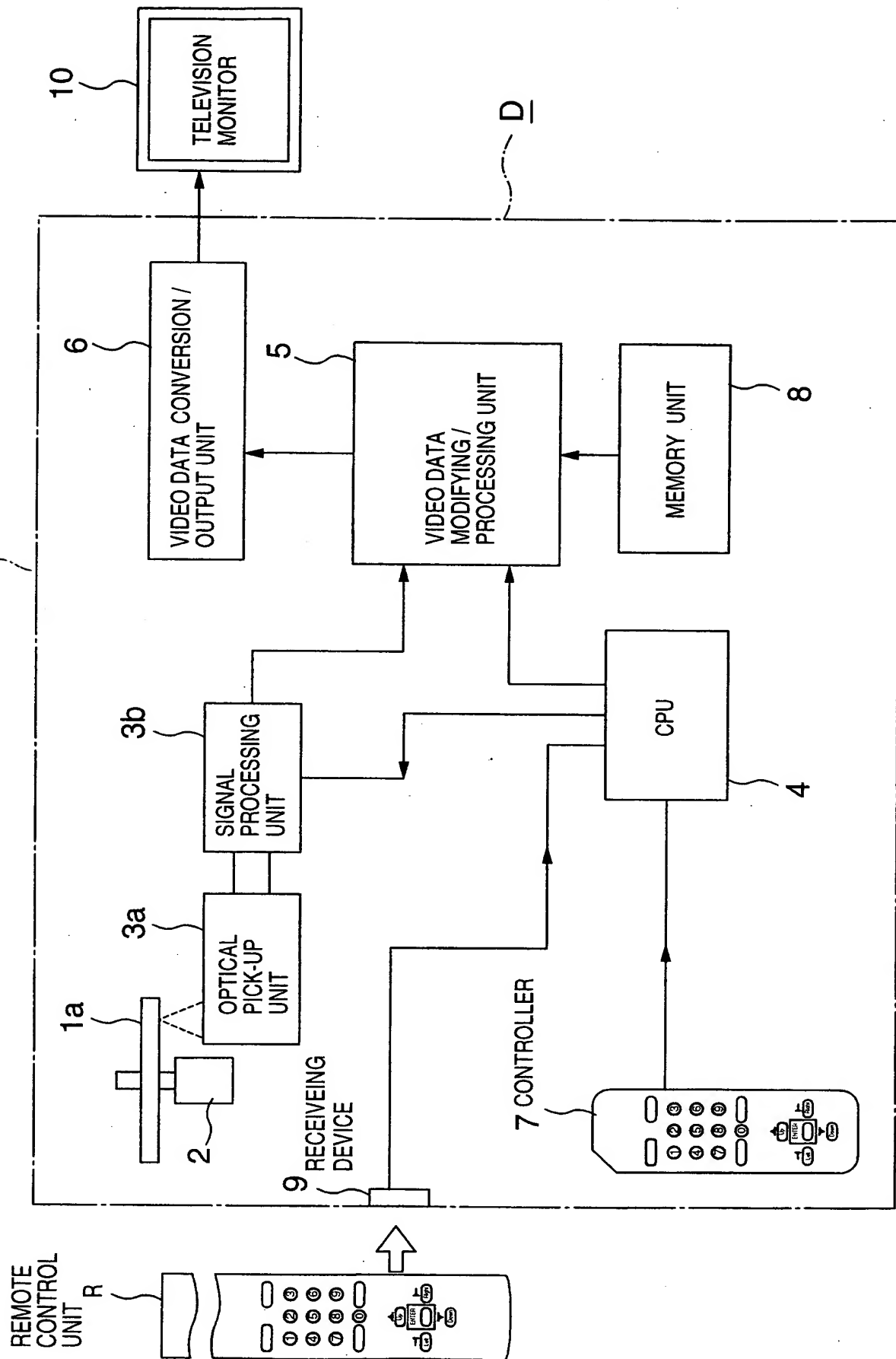


FIG. 2

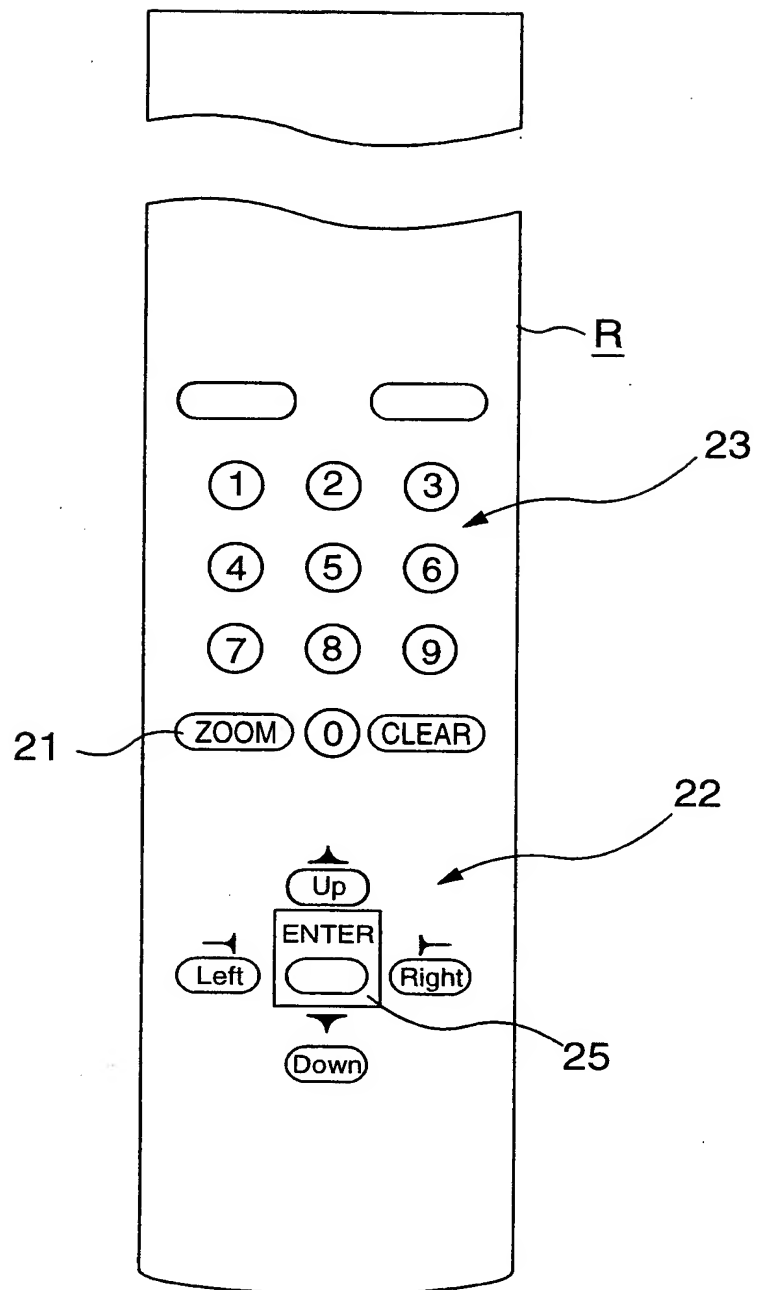


FIG. 3A

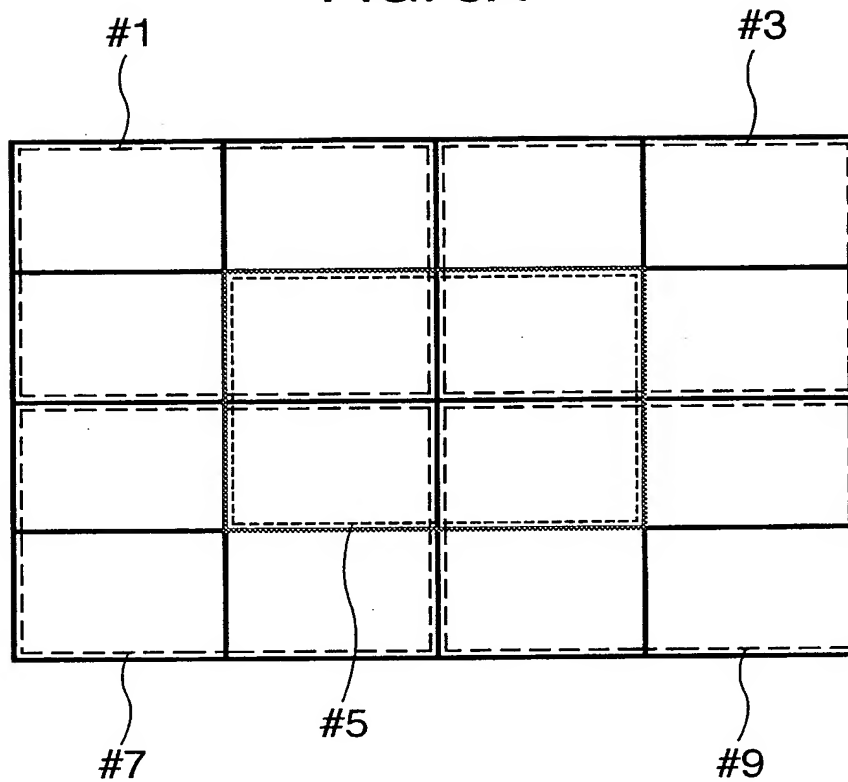


FIG. 3G

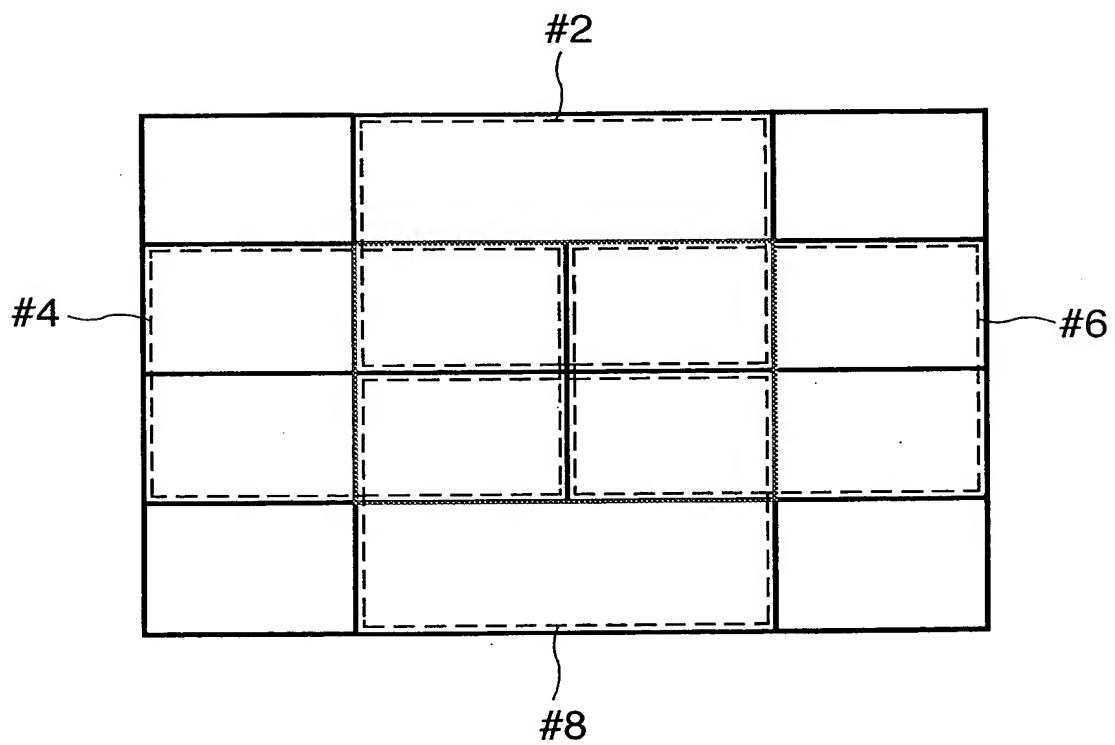


FIG. 3B

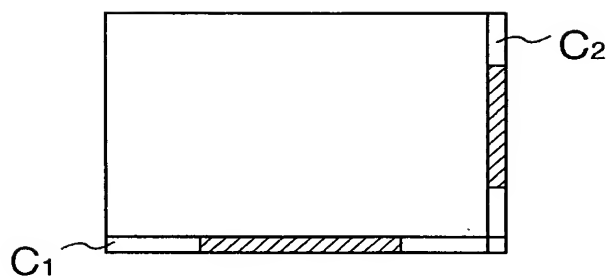


FIG. 3C

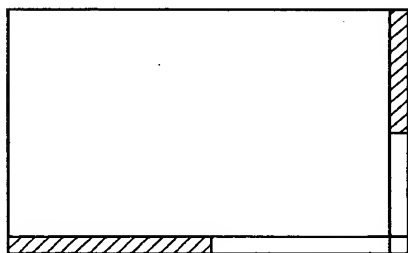


FIG. 3D

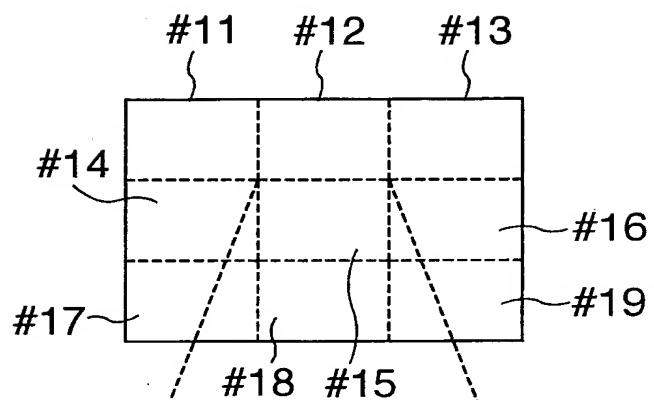


FIG. 3E

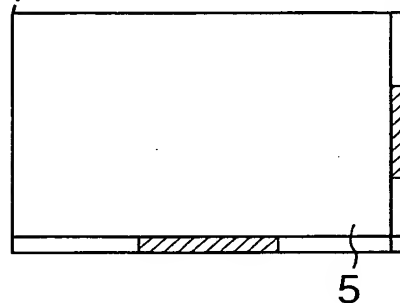
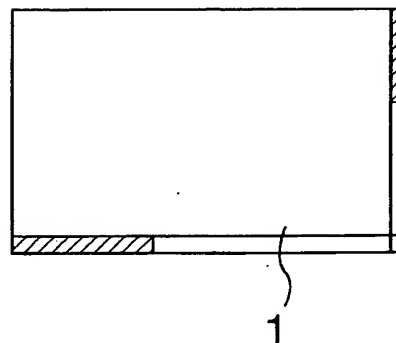


FIG. 3F



**FIG. 4**

```
graph TD
    Start([START POWER ON]) --> S1[SET PLAYER TO STATE FOR REPRODUCTION]
    S1 --> S2[ORDINARY PICTURE DISPLAY]
    S2 --> S3[PUSH ZOOM KEY]
    S3 --> S4{ZOOM IN SCREEN CENTER AREA WITH MAGNIFICATION FACTOR "2"?}
    S4 -- NO --> S5[PUSH ZOOM KEY]
    S5 --> S6{ZOOM IN SCREEN CENTER AREA WITH MAGNIFICATION FACTOR "3"?}
    S6 -- NO --> S61[RESET ZOOM-IN FUNCTION]
    S61 --> S2
    S6 -- YES --> S7[DESIGNATE PARTITIONED PICTURE AREA FOR ZOOM-IN WITH TEN KEY]
    S4 -- YES --> S7
    S7 --> S8[ZOOMED-IN PICTURE DISPLAY]
    S8 --> S9{ZOOM-IN PICTURE AREA IS AIMED ONE?}
    S9 -- NO --> S5
    S9 -- YES --> S10{ZOOM-IN DISPLAY WITH MAGNIFICATION FACTOR "2" OR "3"?}
    S10 -- YES --> S11[CONTINUE ON-SCREEN DISPLAY]
    S11 --> S2
    S10 -- NO --> S101[ZOOM-IN WITH MAGNIFICATION FACTOR "3"]
    S101 --> S102[ZOOM IN WITH MAGNIFICATION FACTOR "2"]
    S102 --> S103[PUSH ZOOM KEY]
    S103 --> S104{ZOOM-IN WITH MAGNIFICATION FACTOR "3"?}
    S104 -- YES --> S101
    S104 -- NO --> S105[PUSH ZOOM KEY]
    S105 --> S61
    S61 --> S2
```

The flowchart illustrates the control logic for a zoom-in function. It begins with 'START POWER ON', leading to 'SET PLAYER TO STATE FOR REPRODUCTION' (S1). The process then enters a loop starting with 'ORDINARY PICTURE DISPLAY' (S2). A 'PUSH ZOOM KEY' (S3) triggers a decision 'ZOOM IN SCREEN CENTER AREA WITH MAGNIFICATION FACTOR "2"?' (S4). If 'NO', it proceeds to 'PUSH ZOOM KEY' (S5) and then 'ZOOM IN SCREEN CENTER AREA WITH MAGNIFICATION FACTOR "3"?' (S6). If S6 is 'NO', it goes to 'RESET ZOOM-IN FUNCTION' (S61) and returns to S2. If 'YES', or if S4 is 'YES', it goes to 'DESIGNATE PARTITIONED PICTURE AREA FOR ZOOM-IN WITH TEN KEY' (S7), then 'ZOOMED-IN PICTURE DISPLAY' (S8). From S8, it checks 'ZOOM-IN PICTURE AREA IS AIMED ONE?' (S9). If 'NO', it loops back to S5. If 'YES', it checks 'ZOOM-IN DISPLAY WITH MAGNIFICATION FACTOR "2" OR "3"?' (S10). If 'YES', it goes to 'CONTINUE ON-SCREEN DISPLAY' (S11) and returns to S2. If 'NO', it goes to 'ZOOM-IN WITH MAGNIFICATION FACTOR "3"' (S101), then 'ZOOM IN WITH MAGNIFICATION FACTOR "2"' (S102), then 'PUSH ZOOM KEY' (S103), then 'ZOOM-IN WITH MAGNIFICATION FACTOR "3"?' (S104). If S104 is 'YES', it loops back to S101. If 'NO', it goes to 'PUSH ZOOM KEY' (S105) and then to S61, which returns to S2. The flowchart also includes labels for 'CHANGE OF MAGNIFICATION FACTOR' and 'CHANGE OF PICTURE AREA FOR ZOOM-IN'.

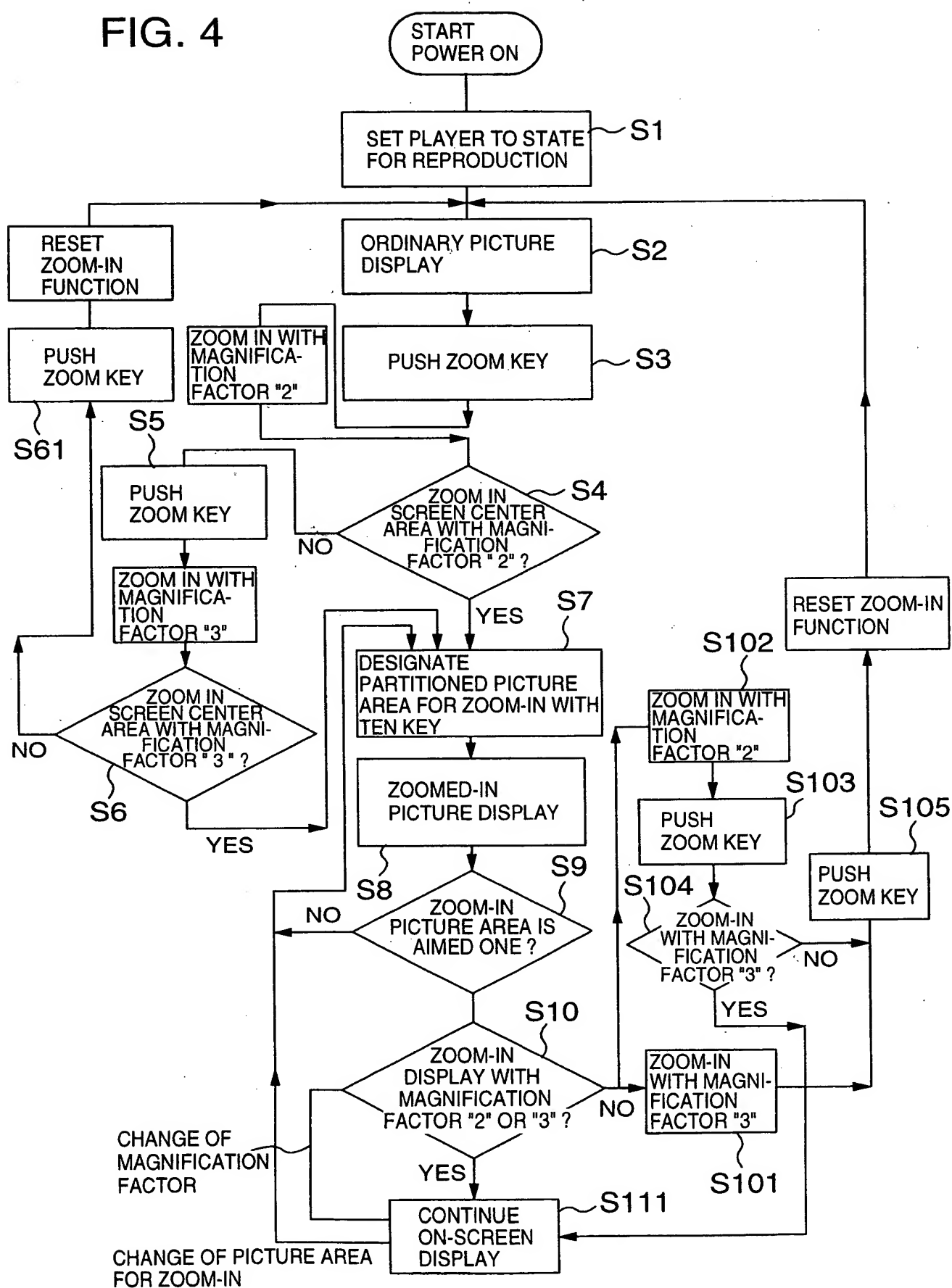


FIG. 5

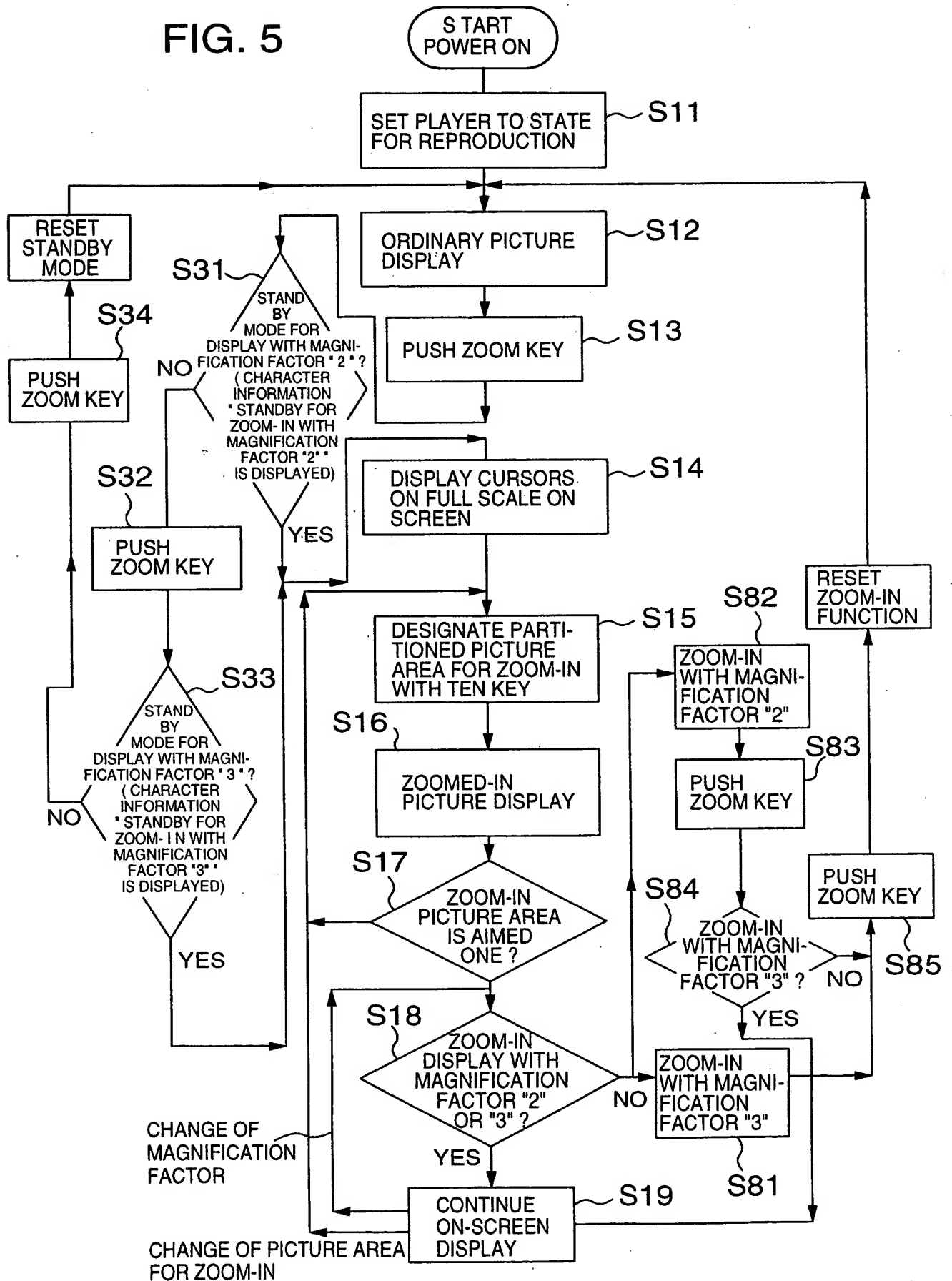


FIG. 6

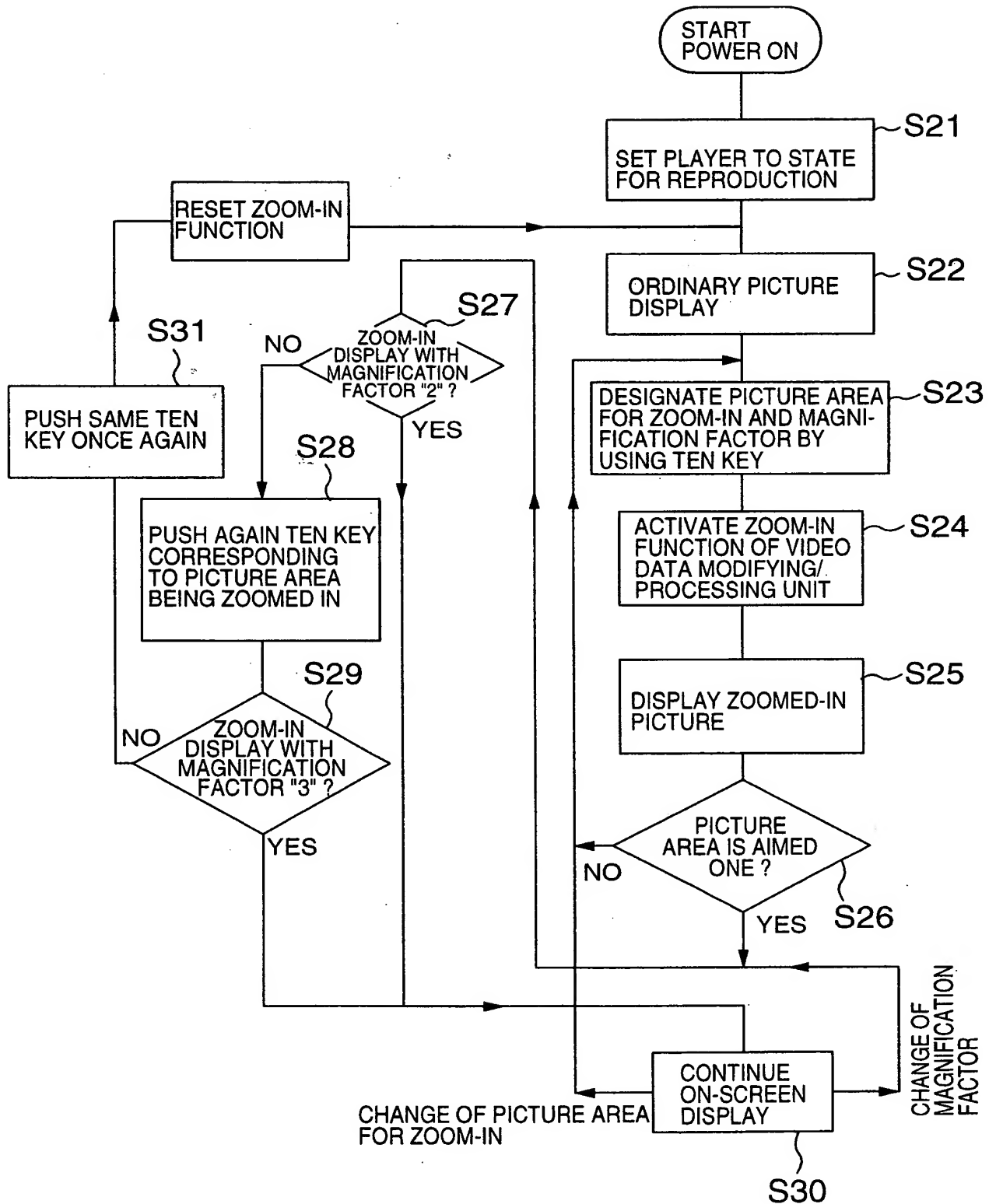


FIG. 7A

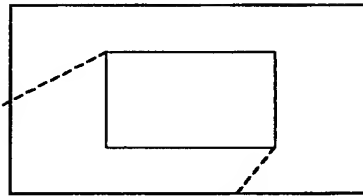


FIG. 7B

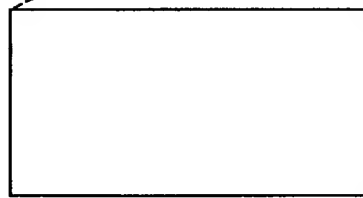


FIG. 8

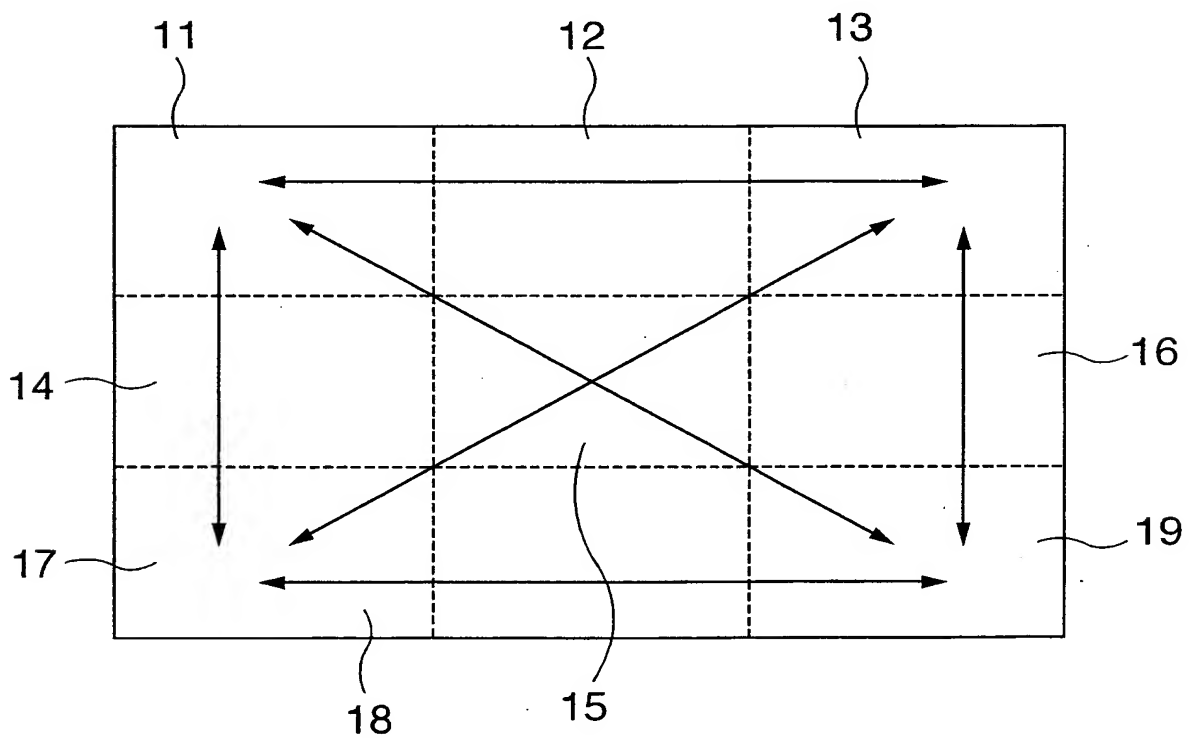




FIG. 9

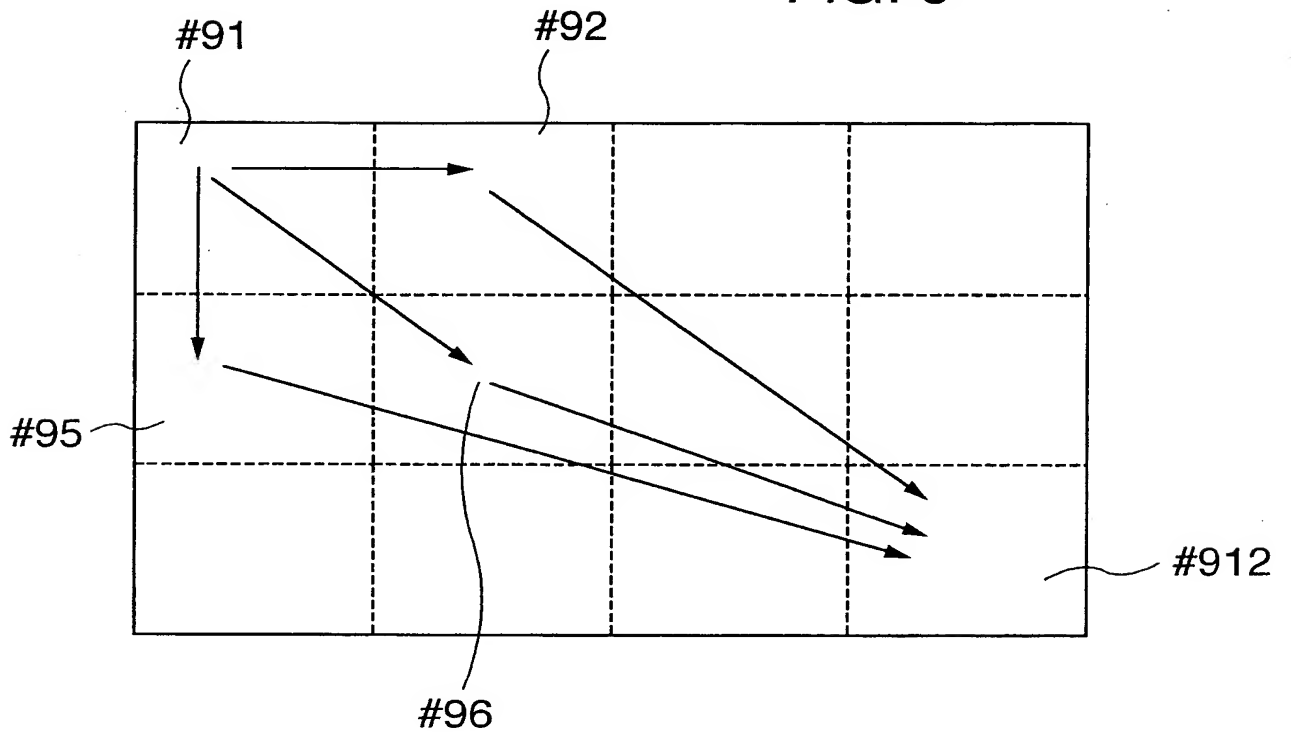


FIG. 10

